TheRandyMan1967 readme file

This package (Dragon_Quest_RM67.zip) is a cleanup and partial remastering of a pdf file I downloaded from the Internet Archive (www.archive.org) several years ago. The original pdf was one single file containing all parts of the original boxed set released in the 1990's. The instruction books were not too bad, although there was some bleed-thru from the back side of the pages and the individual pages were not consistant in size and somewhat skewed. The map was missing a section and the cards were not even scanned but simply photographed. So I took it upon myself to "clean-up" the project with the intention of re-posting it to the Archive. (a process I intend to continue with other out-of-print TSR D&D products.) I do not intend any copyright infingement, I simply want to provide others with a "prettier" version of a now unavailable product. Any questions, complaints or suggestions should be sent to: therandyman1967@gmail.com or post in a review on this page.

To play any D&D board game you only need 4 physical things:

1. some dice - if you don't already have a set of "dungeon dice", sets are available at many game, book/comic, or hobby store or through the internet at extremely reasonable prices
2. a map board - see below
3. some kind of markers or figures to show where the players and monsters are on the board
4. a group of two to six players (not counting yourself as Dungeon/Game Master or referee.)

While playable with a single player and DM, the main focus of these style games is the social interaction and cooperation of teams of players. And while eight to ten players with a single DM is possible with an experienced DM and experienced players, beginners should start with four to six player as the learning curve will slow things down until all are up-to-speed on the rules.

The following files provide all this and more, except the dice and players.

The following files are included in this package and special notes are described in detail following the parts list.

Parts List:

00-read_first.pdf - (the file you are reading right now.)

01a-rulebook.pdf - (only the first 17 pages are for the players, the rest of this file is for you, the DM. For your own use, to save printing costs, I suggest simply reading this on a tablet or laptop.)

01b-player's_manual.pdf - (this is the above mentioned player section of the rulebook, you only need to print this if you are introducing players who have never played a D&D style game before or as a refresher for players who may not have played in several years.)

You can also simply provide digital copies of this file to each player to study and refer back to during play on their own tablets.

(isn't it amazing how essential a tablet has become in our lives, considering that when this game was introduced, computers were desktop models the size of a VCR with actual tube style monitors, the systems cost several hundred dollars, and tablets or even smart phones weren't even a dream yet.)

02-adventure_book.pdf - includes three ready-to-play adventures (as with the full rulebook, this file is for the DM's eyes only, and again is best read on screen.)

03-what's_next.pdf - (a quick 4 pages with suggestions about where to go after you complete the adventures in book two.)

04-cards.pdf - (while these cards are not strictly necessary to playing the game, they are a great aid to the overall enjoyment of the game.)

05-map_note.pdf - detailed notes about printing the map board. (the most important part of any board game.)

05-map.bmp - the undersized “original?” poster map of the playing board.
05-map-correct.bmp - the “properly” sized playing board. (this is the one you should print if at all possible.)
05-map-correct.jpg – JPG version of above (smaller file size)
05-map_(cut).pdf - read the above text file for instuctions. (print this version if you cannot print the one above.)

06-figures.pdf - many people who are into D&D own several plastic or metal figures (and many enjoy the painting of these miniatures) to represent the location of heroes and monsters during exploration and battle on the map board.

To be honest, any token can be used from LEGO figures, Monopoly tokens, or even coins or plastic “army men” (They now make them with medieval characters.)

But the original game included several (six) plastic and/or metal figures for the heroes and dozens of cardstock fold-ups for the monsters. This file contains all these fold-ups plus extras for those who need them, simply print, cut, fold, and tape or glue them together. They all are sized for the map board and are in a simply A-frame style.

The final page in this file are the instructions for printing, folding and storing the figures, and does not need to be printed.

07-handouts.pdf - record keeping can be done on standard writing paper or notepads, but all D&D style games have a character sheet for this purpose. Also includes a single page blank map for you as DM to design your own adventures.

My personal suggestion for these two pages is to print them back-to-back on cardstock and have them laminated for long-lasting use, then before a gaming session "xerox" a dozen or more copies cheap for the players use or a couple of extra maps as needed for your own adventure designs.

08-tiles.pdf – known as “dungeon tiles”, these are commonly used to "dress up" your map, say to change the appearance of a single room or to add furniture to a room.

For example: adventure three has a river of lava running through several rooms and another room with a pool of water. By using tiles printed on cardstock, you can simply place the needed tile on the map when the heroes enter these rooms to give a visual idea of the room easier than just describing the room to the players.

All necessary tiles are included for the three adventures, plus several extras for use when creating your own adventures.

The original game did not include any tiles, this is a therandyman1967 bonus.

The final two files are for archival preservation and comparison purposes, and as such you should have no need to print them:

z-DragonQuest_Boardgame.pdf - this is the original pdf I downloaded many years ago. I have included it here so you can see why I decided to "clean-up" the project and repost it.

z-Cards.pdf - this includes only the cards in their “original” format in the above “scanned” pdf. Provided for comparison purposes, it is the biggest reason I choose to partially remaster this product.

So what do I need to print?

As you can see from the above descriptions, the very least you should print out is the map board. (This is a board game after all.) Read the map notes text file for detailed instructions.

If you intend to play beyond the three included adventures or intend to use this game to introduce several groups of players to the joys of the D&D world, I suggest having the map professionally printed at a print shop or Staples/Office Max, etc.

While the added expense of also having it laminated may be out of most people’s price range, it would create a map board that will survive for years. For most of us just having a full-sized one-piece map (laminated or not) will be much better than a home printed and taped together one. The beauty of a professionally printed map justifies the expense. Most print shops will also provide a handy cardboard tube to store the poster map rolled up in (to prevent the wear-and-tear of folding and unfolding) free (or at a very minimal charge.)

Of course, in older versions of D&D, one of the players was given a blank piece of graph paper and hand drew the maps based solely on the DMs descriptions of the rooms as the players explored the dungeon in question. It then became a test of your narrative skill to see how close the player visualization matched the actual map provided with the adventure being played.

Unless you have a ready supply of plastic figures, your best bet is to print book six on 8.5 x 11 cardstock. It includes all the original fold-ups plus several extras.

(It is also easy enough to print extras of any single pages if you need to fight say, an army of 20 goblins.)

I also recommend printing the cards (book four - it's 32 double-sided pages on 8.5 x 11 cardstock - the first card page is simply a table of contents, the next 22 pages are the actual cards needed, and the final 10 pages are blank extras for future expansion), but once printed and cut out, the more than 200 cards contain much valuable info for the players and DM both about the pre-rolled characters, monsters, treasure, items, spells and more. There are also several blanks to use in expanding the game.

They also are standard trading/baseball card sized (2.5 x 3.5 inch) so they can store, when not in use, in card holder sheets in a binder or in a tuck box (like a deck of poker cards are stored in - not provided here, but several templates for home printing are available online.)

All told the minimal print cost of this project (map, fold-ups and cards) should be under $40 (The poster map being the most expensive part.) Not bad considering that a USED and probably incomplete vintage boxed set of this game sells on Amazon or Ebay between $60 and $200. If this seems pricey, keep in mind the board is a fairly generic castle, and the fold-ups and cards will come in handy for any number of available games, so the expense is justified.

I hope you enjoy this RandyMan1967 project. More similar projects to follow. This project was uploaded to the Internet Archive on July 31, 2026. If you repost it elsewhere, please do not change the files in any way and be sure to include this readme file. TheRandyMan1967 cannot guarantee this download is malware free if you got it elsewhere.